Ryan Laukat

Sleeping Gods

DISTANT SKIES

INTRODUCTION

YOU CAN START HERE WITHOUT READING THE RULEBOOK!

Read this guide immediately after opening the box and you'll be able to start playing the game. While it won't teach you every rule, by the end of this introduction you will understand the basic workings of the game. Set up the game using the instructions on the next 4 pages of this book, then start playing by reading the comic on pg. 6.

Red Raven

40¢

7 AUG 1937

Organizing the Game Components

Adventure Cards

There are three types of these cards: starting, starting combat, and numbered. The starting and starting combat have a little "S" in the bottom left corner of the face. Set these aside. Place the rest in the magnetic card box in numerical order, starting with 1. Do not change the order or look through the numbered cards!

6 Starting Adventure Cards

14 Starting Combat Cards

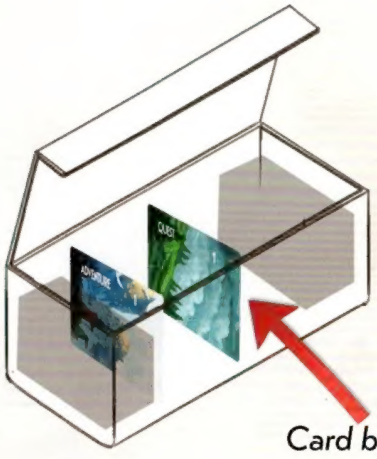
142 Numbered Adventure Cards

Quest Cards

Place the quest cards behind the adventure cards in numerical order, starting with 1. Do not change the order or look through the numbered cards! Use foam blocks to fill up empty space.

Face
Back
BIRD
53
We met Eedarah and joined her hunt for the bird god of rot, Thrack. She said he's heading northeast, toward a frozen city.
53
QUEST

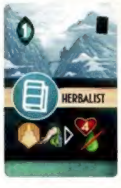
214 Quest Cards



Card backs, with numbers in the top right corner.

Mini Cards

Separate the three types of mini cards: ability, enemy buff, and Orfash's curse.



62 Ability Cards

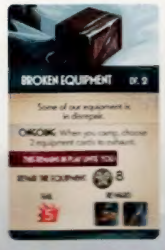
17 Enemy Buff Cards

5 Orfash's Curse Cards

Other Cards

Keep the enemy cards in order, face down. Do not look through them! Shuffle the event cards.

73 Enemy Cards



56 Event Cards

Organizing the Game Components

Cardboard Tokens

Separate the various cardboard tokens. Place the pocket watch in a plastic stand.

Common Resources (6 of each): Ogroot, Whiskey, Torch, Sand Honey, Rope, Meat

Quest Resources (7 of each): Tundra Berry, Bloodflower, Gergon Leaf, Fire Quartz, Ice Diamond, Jadeworm Egg

Status Tokens (5 of each): Low Morale, Venom, Madness, Weakened, Frightened

Pocket Watch

Bonus Time Token

Active Player Token

Combat Tray

Place the wooden power, damage, and synergy tokens in the plastic combat tray (the tray with the lid).

20 Power Tokens

50 Damage Tokens

5 Synergy Tokens

Standees and Figures

Place the cardboard character standees in the plastic stands (there will be 2 extra stands left over).

Airplane Figure

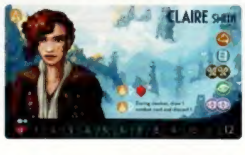
Claire Smith Figure

5 Character Standees

Other Components

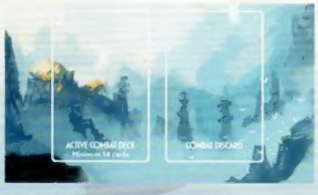
Action Board

Flight Board



5 Character Boards

1 Airplane Card and 2 Plastic Sliders



Combat Deck Board

5 Extra Power Tokens (cardboard, 5 Value)

1 Combat Die

15 Stamina Tokens

Not Pictured:

- *Storybook*
- *Atlas*
- *Achievement Sheet*
- *Journey Log Sheets*
- *Helthark and Plane Cardboard Tokens*
- *8 Plastic Stands*
- *Foam Block*
- *Completed Quest Box*
- *Plastic Insert*

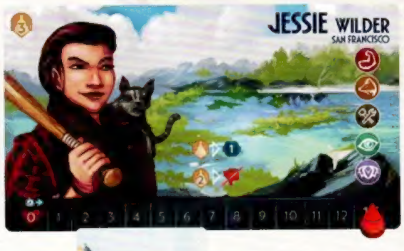
Setting Up the Game

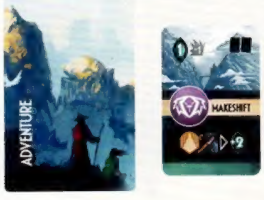
1. Place the atlas in the center of the table and turn to pg. 2. Place the Claire Smith figure on the square with location 6.

2. Place the action board to the right of the atlas. Place the pocket watch on "Turn Start." Place 1 meat, 1 ogroot, 1 torch, and 1 rope on the action board next to the time track; you start the game with these resources.

3. Place the Claire Smith character board in a place accessible by all players. Distribute the remaining 4 character boards among the players as evenly as possible. Each player places their character board(s) in front of them. Place the character standees nearby. Place a damage token on each character's health track, on the highest space. Place 3 stamina tokens on each character board.

4. Separate the lv. 1 event cards from the rest of the event cards. Randomly remove 8 of these cards if playing normal mode or 14 if playing hard mode and place them in the box. Use all events if playing easy mode (see "Defeat & Difficulty" on pg. 26 of the rulebook). Then shuffle all the event cards together. Shuffle the ability deck. Place the event and ability decks to the left of the action board.





5. Retrieve the starting adventure cards. These include combat cards, which are a specific type of adventure card. Shuffle the starting combat cards and place them in a deck, face down, on the combat deck board. Randomly distribute the remaining starting adventure cards among the players as evenly as possible (if playing solo, you take all the cards).

6. Place the flight board above the atlas. Place the airplane figure on the "Henrik's Camp" space. Place the airplane card near the flight board. Place sliders on the plane health track and the fuel track, each on the highest space.

7. Place the magnetic card box that contains adventure and quest cards nearby. **IMPORTANT:** Do not change the order of cards in the quest card and adventure card decks, and do not look through the cards unless instructed.

8. Place the deck of enemy cards near the board, face down. **IMPORTANT:** Do not change the order of cards in this deck, and do not look through this deck unless instructed.

9. Place the storybook near the board.

10. Organize the resources and place them nearby.

11. Draw 4 ability cards and distribute them among the players as evenly as possible (if playing solo, you take all the cards).

12. Place the combat tray (with damage, synergy, and power tokens) near the atlas. Place the combat die and status tokens nearby.

13. Retrieve a new journey log sheet for your campaign. Decide if you will be playing easy, normal, or hard mode and check the appropriate box (see "Defeat & Difficulty" on pg. 26 of the rulebook). Record the date and all players' names.

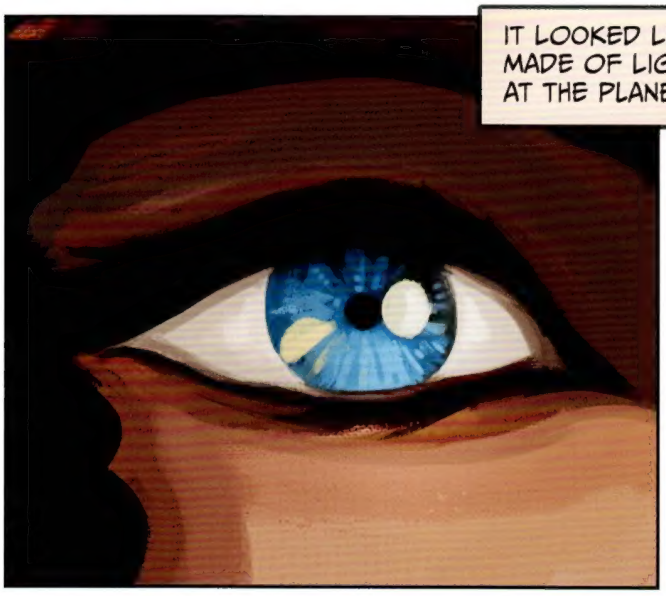
14. Give the active player token to the player who controls Ezarius.

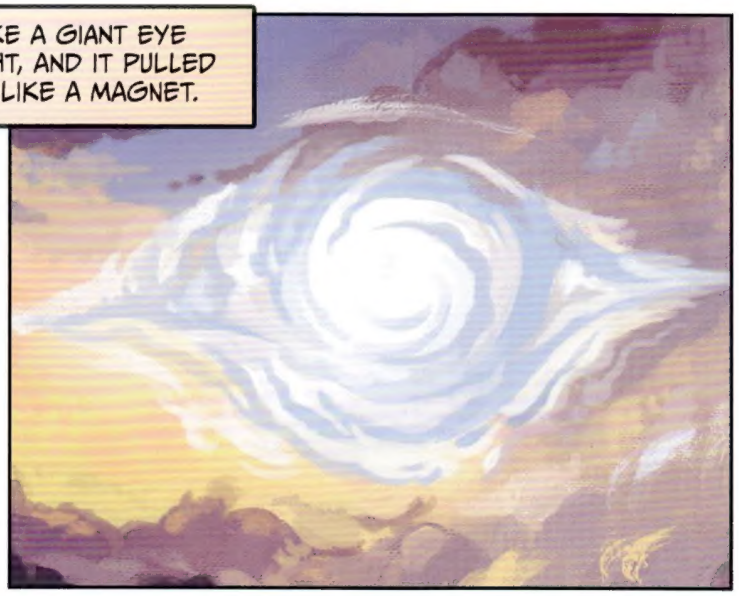
TURN TO PAGE 6 TO START YOUR CAMPAIGN!

SAN FRANCISCO
1937
WE LEFT THE BAY LATE IN THE DAY ON A LAST-MINUTE CARGO RUN.
MY COUSIN JESSIE CAME ALONG TO SEE HER FATHER IN HAWAII.
AN ART TRADER KEPT AN EYE ON ONE OF HIS RARE COLLECTIONS. IT WAS BOUND FOR A BACK DOOR SALE IN HONOLULU.
HIS ASSISTANT AND SOON-TO-BE SON-IN-LAW WAS ALONG TO DETECT POSSIBLE ART FORGERIES.

VRRRRR

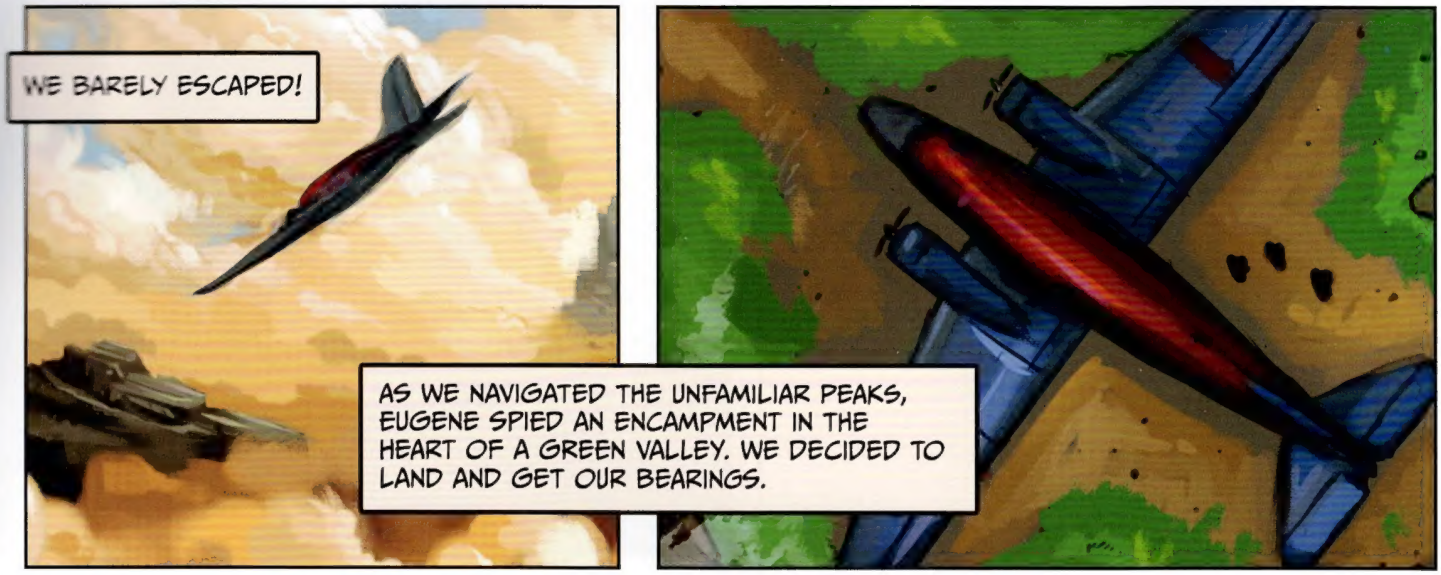
NOT LONG INTO THE FLIGHT, EUGENE AND I SPOTTED SOMETHING AHEAD.


IT LOOKED LIKE A GIANT EYE MADE OF LIGHT, AND IT PULLED AT THE PLANE LIKE A MAGNET.

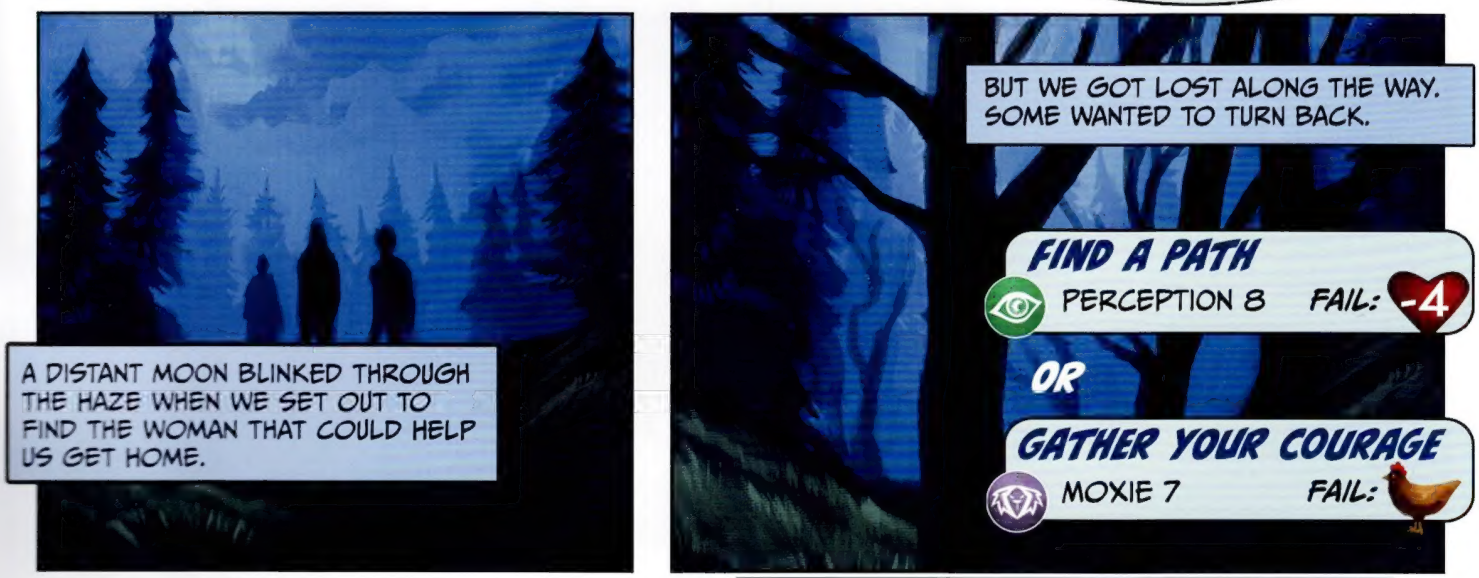


VEEEEERRR

IN A FLASH OF LIGHT, THE GLITTERING SEA BELOW TURNED INTO A CLOUDY VALLEY SURROUNDED BY ICY CLIFFS.
AS WE CIRCLED BACK TO SEARCH FOR THE EYE, AN APOCALYPTIC SCREECH SHOOK THE PLANE.
A PRIMEVAL TERROR WAS PURSUING US!
KRAAAAA
VRRRRR
THERE'S ANOTHER ONE.
YEAH. THEY'RE DEAD.
IT'S RIGHT BEHIND US!


WE BARELY ESCAPED!
AS WE NAVIGATED THE UNFAMILIAR PEAKS, EUGENE SPIED AN ENCAMPMENT IN THE HEART OF A GREEN VALLEY. WE DECIDED TO LAND AND GET OUR BEARINGS.

THANK GOD YOU ARRIVED! I NEVER THOUGHT I WOULD GET BACK TO OSLO.
A MAN EMERGED FROM THE TENT AND INTRODUCED HIMSELF AS HENRIK KRAG.
YOU'VE ENTERED A STRANGE WORLD MY FRIENDS, AND GETTING BACK TO EARTH WON'T BE EASY. ALMOST EVERY PASSENGER FROM MY PLANE IS LOST OR DEAD. CAN YOU HELP ME FIND THE SURVIVORS? WE WILL NEED TO USE YOUR PLANE TO GET BACK. THE MONSTER DESTROYED MINE.
THERE'S A WOMAN JUST NORTH OF HERE. SHE SAYS SHE CAN MAKE THE MONSTER SLEEP SO WE CAN PASS UNHARMED. IT'S OUR ONLY CHANCE NOW.


A DISTANT MOON BLINKED THROUGH THE HAZE WHEN WE SET OUT TO FIND THE WOMAN THAT COULD HELP US GET HOME.
BUT WE GOT LOST ALONG THE WAY. SOME WANTED TO TURN BACK.
FIND A PATH
PERCEPTION 8
FAIL: -4
OR
GATHER YOUR COURAGE
MOXIE 7
FAIL:

This is your first challenge! Choose to "find a path" or "gather your courage". Turn to the next page to learn how challenges work.

TUTORIAL: CHALLENGES

You've reached a choice with two challenges: find a path (PERCEPTION 8) OR gather your courage (MOXIE 7). Each challenge is a test of one of the six crew skills: strength, cunning, savvy, perception, craft, or moxie. You only need to succeed in one of the challenges to continue with your story. This time, let's say you choose "find a path." In the storybook, the challenge looks like this:

A. Find a path.
PERCEPTION 8
Fail: -4 health.

You need at least 8 PERCEPTION to succeed. If you fail, you will take the listed consequences, but in most challenges, including this one, you will continue with your story either way.

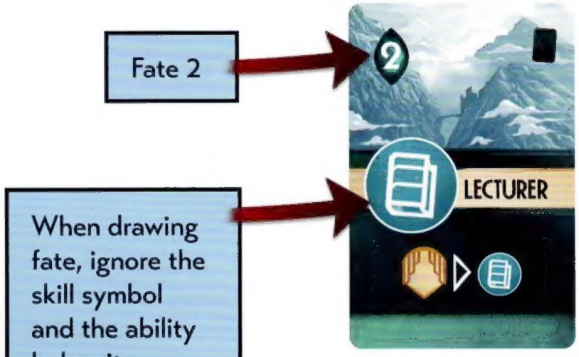
Decide who will participate. Each player volunteers any of the characters they control who have the needed skill on their character board and/or equipped ability cards. This time let's say Claire and Miguel participate. Remove one stamina from each of their player boards. They each contribute 1 PERCEPTION, so your total skill for this challenge is now 2 PERCEPTION.

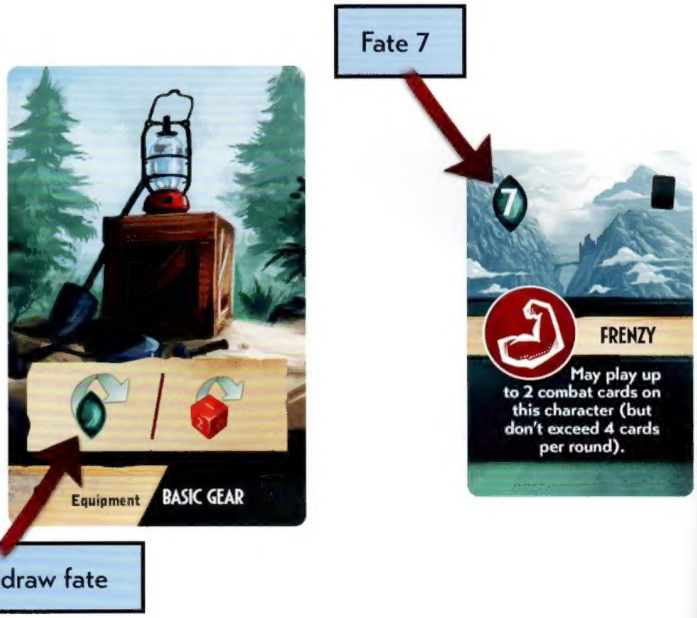
In every challenge, even if no characters participate, you draw fate. Drawing fate means you draw the top card of the ability deck, add the fate number to your skill number (if any), and discard it immediately. This time let's say you draw 2. Add this to your total skill. 2 fate + 2 skill = 4. That's not enough!

Don't worry, though. Now players can choose whether to use their character abilities or discard matching ability cards or adventure cards from their hands to affect the outcome. They may also simply choose to take the fail consequence, but this time, let's use the Basic Gear adventure card to redraw. Place it in the adventure card discard pile, then redraw fate. This time let's say you draw a 7. 7+2=9. You only need 8 PERCEPTION, so you succeed!

If you had failed, you would have taken 4 damage. The active player decides how to split damage and other effects among the characters, BUT participating characters must take all damage first.

In the storybook, you will turn to a new paragraph and continue with your story. In this intro, continue reading on page 11 to learn how combat works.




Fate 7
Equipment
BASIC GEAR
Redraw fate
FRENZY
May play up to 2 combat cards on this character (but don't exceed 4 cards per round).

AS WE JOURNEYED THROUGH THE DARK, A MAN IN A STRANGE BLUE COAT EMERGED FROM THE WOODS AND BECKONED URGENTLY FOR US TO FOLLOW HIM. HIS NAME WAS EZARIUS AND HE SAID HE KNEW THE WOMAN WE WERE LOOKING FOR, BUT WE WERE BEING HUNTED BY GHOSTLY MONSTERS. MOMENTS LATER, THE CREATURES ATTACKED!

COMBAT 12, 13

Power Tokens

Base Damage

Once a square is covered, any icons/abilities there are disabled.

TUTORIAL: COMBAT

The word COMBAT, followed by a list of numbers, indicates that you must defeat enemies before continuing.

It's time to fight! First, retrieve enemy cards 12 and 13 from the enemy card deck. (Only look at the backs of the cards, not the faces, when retrieving the cards.) Place the cards face up, side by side, in a row in the center of the play area. For each +1 power symbol on the grid of each enemy, place one power token on the top of that card. In this combat, place 3 power tokens on each enemy.

At the start of combat, each player draws 1 combat card randomly from the combat deck plus 1 per character they control. (Do not count Claire Smith.)

1 player (5 cards)
2 players (3 cards each)
3 players (2 cards/2 cards/3 cards)
4 players (2 cards each)

In this combat example, let's say that our cards include: Whip, Pistol, Precise Strike, and Wrench.

Combat is played out in rounds in which each player plays 1 combat card on each character they control, not counting Claire Smith. The active player may choose to play a card on Claire Smith instead of one of the other characters they control. The combat round ends once a total of 4 combat cards have been played. Combat ends when each heart on each enemy has been covered.

Let's start! First play the Pistol card on Miguel. You must choose an enemy target, so you aim at the Ghastly Stalker on the left. The Pistol deals 4 damage PLUS the result on a roll of the combat die. You roll the die and get 3, for a total of 7 damage. Now you must place the damage on the enemy card adjacently, as one strike. Hearts require damage equal to their value to cover, and all other squares take 1 damage to cover. Miguel uses 2 damage to cover the bottom left heart, 1 to cover the square above, and the remaining 4 to cover the center heart.

Because you placed damage on a square with a synergy symbol, you gain 1 synergy token. You must give this to another character, so you give it to Jessie, placing it on her character board.

The enemy now counterattacks, dealing a base damage of 2 PLUS the number of power tokens on their card. The Ghastly Stalker has 3 power tokens, so it deals 5 total damage to Miguel. Reduce Miguel's health by 5 on his health track. Miguel's attack is finished this round. (Continue on next page.)

Player 2 is the active player and decides to play the Whip on Claire. She targets the Ghastly Stalker on the right. The Whip has 3 different effects. These can be applied in any order. First, place 1 damage. Player 2 chooses to cover the madness symbol on the card. This is an end of round enemy ability (indicated by an hourglass symbol). Second, remove 1 power token from the card (indicated by the middle symbol on the Whip). The third ability applies during the enemy counterattack. This enemy has 2 power PLUS 2 basic damage, so it deals 4 damage. But the Whip blocks 2 damage, so Claire only takes 2 damage. Player 2 reduces Claire's health by 2.

Player 3 plays the Precise Strike card on Jessie and targets the left Ghastly Stalker. Jessie deals 2 damage PLUS 1 for the PERCEPTION symbol on her character board. She places the 3 damage on the bottom right corner square. (Damage from a new attack does not need to be adjacent to previous attack damage.) She also activates this card's synergy ability by discarding the synergy token Miguel's attack gave her. This ability removes 1 power from the targeted enemy. This time, the Ghastly Stalker deals 4 damage (2 base attack + 2 power tokens), but Precise Strike blocks 1, so Player 3 lowers Jessie's health by 3.

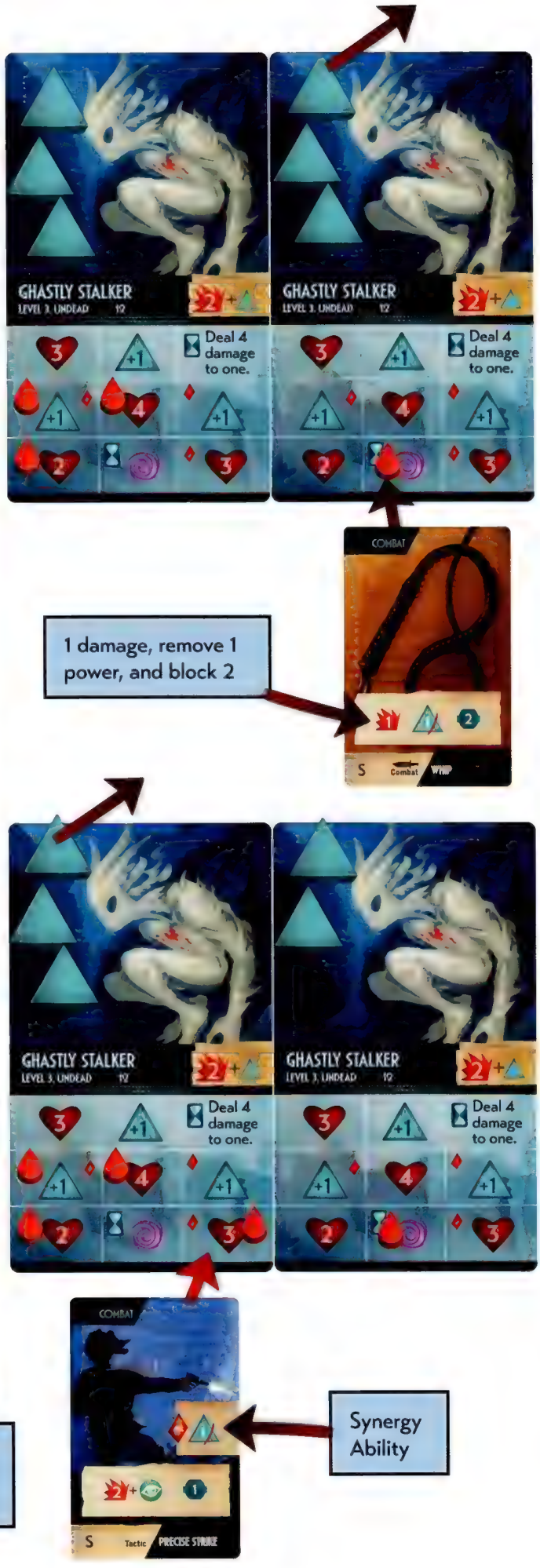
Player 4 plays the Wrench on Ed, targeting the left Ghastly Stalker. He rolls 0, and places 3 damage on the top left heart. To defeat an enemy, you only need to cover all of its heart symbols, so Ed's attack defeats this Ghastly Stalker. Even though it is defeated, it still counterattacks, dealing 2+2 damage to Ed. Player 4 lowers Ed's health and discards this enemy and all tokens on the enemy card.

Now that 4 combat cards have been played, move to the end of round phase. Discard all played combat cards. From left to right, each remaining enemy gains power and activates their end of round abilities.

There is only 1 enemy left. It gains 3 power, 1 for each of the uncovered "gain power" symbols, and activates its top right ability, which deals 4 damage to 1 character. The active player lowers Claire's health by 4.

Now, each player draws 1 new card for each card they played, and a new combat round begins. Combat continues until all enemies are defeated. You can play out the rest of this combat, or move to the next page. When combat is over, discard all your remaining combat cards and return enemies to the enemy deck.

After combat, if you have defeated the enemies, the storybook will tell you to turn to a new paragraph and continue with your story. Continue your intro story on the next page.



EZARIUS LED US TO THE FOOT OF A GREAT BOULDER COVERED IN CARVED LETTERS AND A CRESCENT MOON. THERE, IN THE FOG, A WOMAN STOOD, HER FACE AND HAIR GLIMMERING WITH TINY STARS. SHE TOLD US HER NAME WAS MEECRA AND THAT SHE WAS A GOD!

WE TRIED TO ASK HER FOR HELP. SURELY A GOD COULD GET US BACK THROUGH THE PORTAL TO OUR HOME! BUT SHE SILENCED OUR PLEAS.

THE GODS HAVE GROWN WEAK. SINCE WE WAKENED EIGHT YEARS AGO, OUR POWER HAS ONLY DIMINISHED.

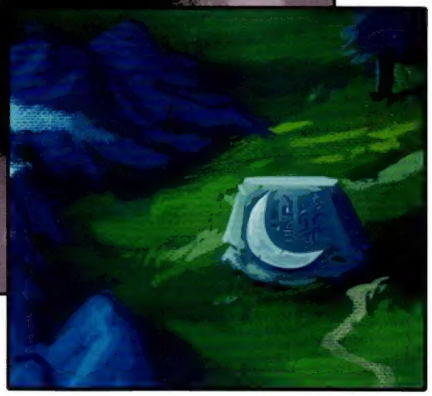
YOU WISH TO RETURN TO YOUR WORLD, AND I CAN HELP YOU. BUT YOU WILL NEED TO HELP ME AS WELL. THE GOD ORFASH SEEKS TO DESTROY ME. TO SURVIVE, I MUST HAVE THE POWER OF THE TOTEMS.

THESE SPECIAL STONES HAVE BEEN DRAINED OF THEIR POWER AND HIDDEN AWAY, LOST AND MOSTLY FORGOTTEN.

BUT IF YOU FIND THEM AND THE RIGHT INGREDIENTS, I CAN REJUVENATE THE TOTEMS, REGAIN MY POWER, CALM THE MONSTER THAT GUARDS THE PORTAL TO YOUR WORLD, AND DEFEAT ORFASH.

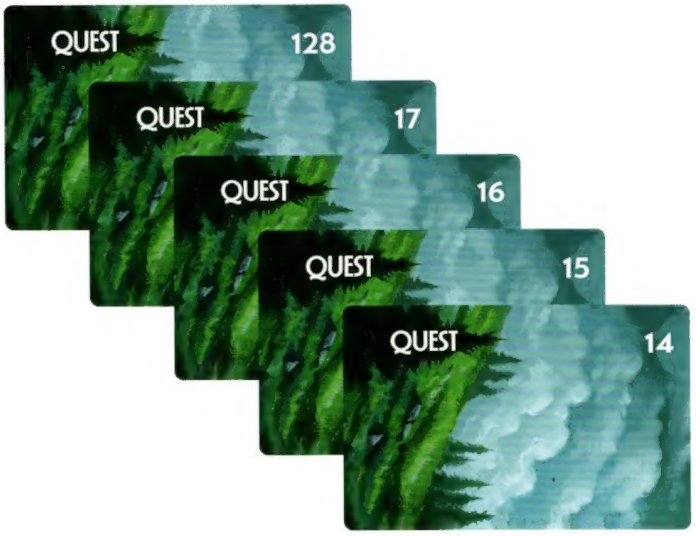
I HAVE A FEW DORMANT TOTEMS TO GIVE YOU, AND EZARIUS CAN HELP YOU FIND MORE. HE WILL KNOW WHERE TO LOOK AND HOW TO FIND ME WHEN YOU ARE IN NEED.

NOW GO! THE PORTAL TO YOUR WORLD WON'T STAY OPEN FOREVER. ONCE IT CLOSES, MANY YEARS WILL PASS BEFORE IT OPENS AGAIN!



IMPORTANT: GET YOUR STARTING QUEST CARDS!

Quest cards give you story goals to complete. You start with a few initial quests to give you some direction. **Retrieve quests 14, 15, 16, 17.** These are dormant totems. Each card lists which resources you must pay to rejuvenate them, which is your primary goal in the game. **Gain quest 128 and follow the instructions immediately.**



GAME TURN WALKTHROUGH

The rest of this book explains the basics of your first turn. (If you've already read the rulebook, you can skip this part and start playing on your own.) Now that you've completed the introduction, restore all characters' health and stamina and remove any status effects.

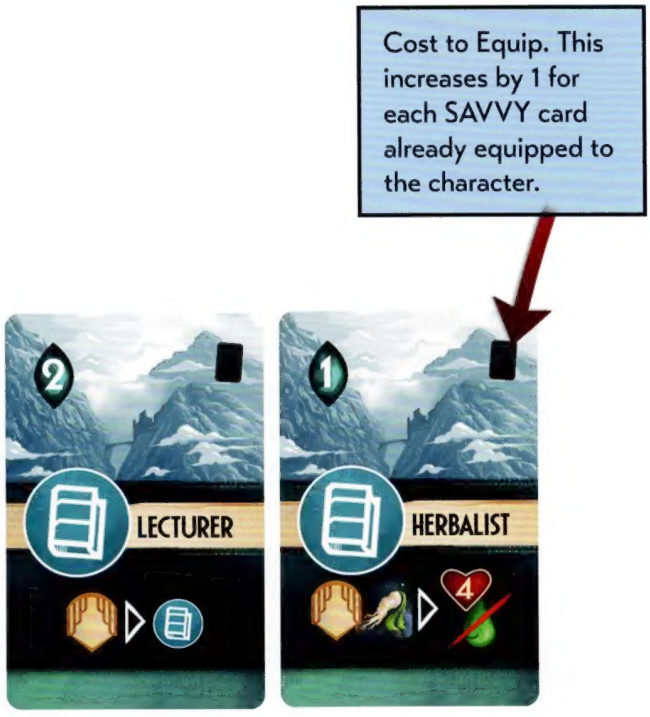
FIRST TURN

Now you know your goal: find ingredients to rejuvenate dormant totems so that Meecra can help you get home. You must also find lost passengers from Henrik's plane, but time is short. If you don't hurry, the portal will close and you'll be stuck in the Wandering World.

You are now the active player and control Claire.

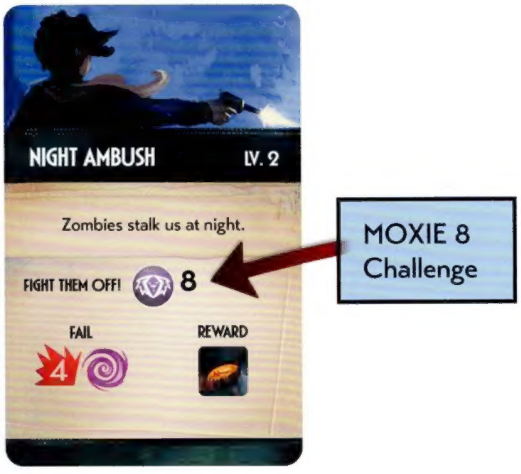
STEP 1: DRAW 2 ABILITY CARDS

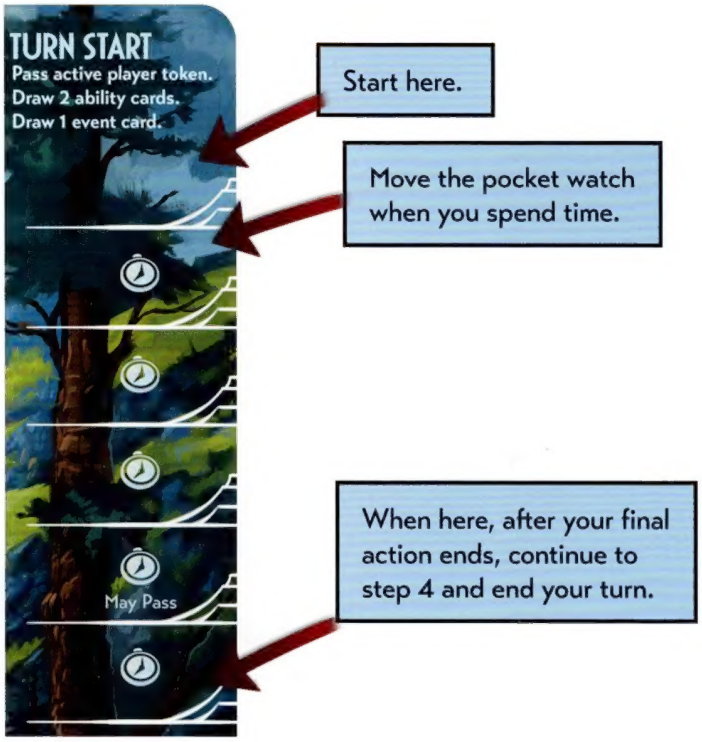
The first thing you do on your turn is draw 2 ability cards and put them in your hand. At any time, you can equip these to a character you control (including Claire Smith if you are the active player) to give them more skills and abilities. The cost to equip an ability card is discarding 1 or more other ability cards from your hand. Let's say the Lecturer and Herbalist cards are in your hand. You decide to discard Lecturer so you can equip Herbalist. You slide the Herbalist card beneath Claire's board so that only the SAVVY skill and the ability are showing. Now that you have equipped the card, you may, at any time, discard 1 stamina and 1 ogroot to restore 4 health (to any character) and remove 1 venom (from any character). The card also increases Claire's SAVVY by 1 as long as it is equipped. **The cost to equip an ability card increases by 1 for each card of the same type already equipped to a character.**

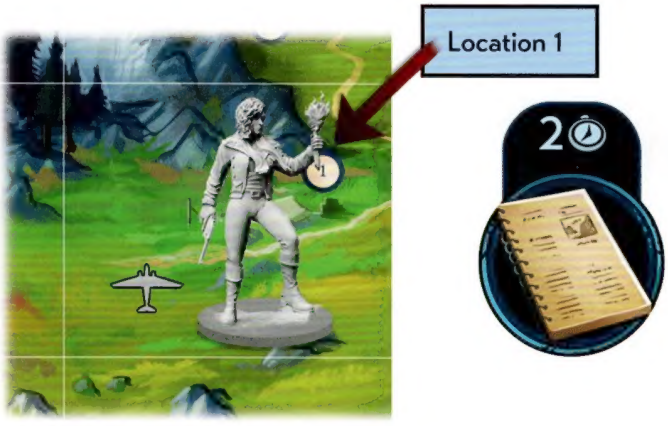


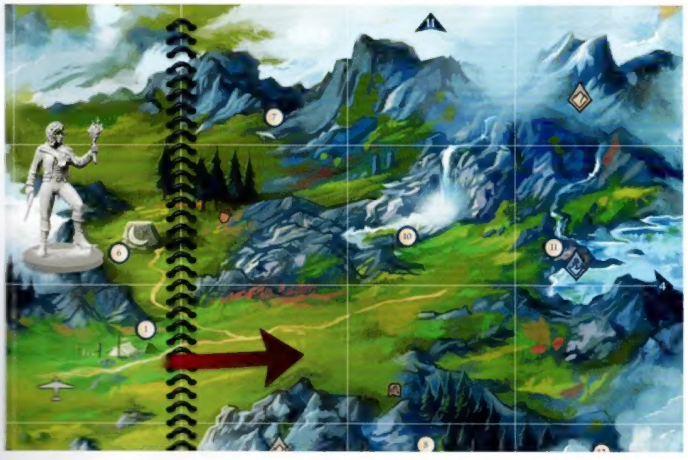
STEP 2: EVENT

Next, draw an event card. Let's say you draw Night Ambush. You must fight off the zombies immediately! This is a MOXIE 8 challenge. Choose characters to participate (or choose that none will participate), and then draw fate. If you fail, take 4 damage and 1 character gains the madness status effect. Either way, if you succeed or fail, you gain the reward, which is 1 sand honey.




TURN START
Pass active player token.
Draw 2 ability cards.
Draw 1 event card.
Start here.
Move the pocket watch when you spend time.
May Pass
When here, after your final action ends, continue to step 4 and end your turn.





STEP 3: ACTIONS

Now you can take actions. Each action (except camp) costs 1-2 time to perform. When you spend time, move the pocket watch down the time track. Each turn, you have 5 time to spend. The actions you'll be using most often are "explore" and "travel."

Explore: Spend 2 time to explore a numbered location in the atlas on your current square. Open the storybook to the listed number and read it aloud (you start in the square with location 6). There are choices you can make and rewards you gain. Follow the instructions and continue until the storybook says, "Return to the map." Then close the book; the explore action is over. *(Rulebook pg. 9)*

Travel: Spend 1 time to move Claire to an adjacent square in the atlas (not diagonally). If there's an obstacle and you have no way to ignore it, take 3 damage. *(Rulebook pg. 8)*

Hint: Locations 1, 5, and 6 contain useful cards and important story information. If you visit 5, which is a wandering encounter, see rulebook pg. 10.

After spending 5 time, move to step 4 to end your turn.

STEP 4: END OF TURN

Return the pocket watch to the "Turn Start" section of the time track. Then pass the active player token to the player on the left. They now control Claire Smith and start their turn.

END OF THE WALKTHROUGH

You're almost ready to set out on your own now, but there are a few things to know before you do.

Camp: You may perform this action at any time (as long as it is not in the middle of another action, such as the explore action). Each time you camp, you must cross off one of your available camps on your journey log (starting at the left). Each character gains up to their maximum of 3 stamina and also restores 2 health. Take the discard pile of adventure cards (not combat cards) and shuffle them. Deal them out to the players as evenly as possible. *(Rulebook pg. 7)*

Fly and Repair: For details about the remaining 2 actions, which are used much less often, see their sections in the rulebook (fly is pg. 10, repair is pg. 12).

Resources: Read how to use resources on pg. 19 of the rulebook.

- Attack Damage
- Block
- Health
- Power
- Remove Power
- Remove Frightened
- Remove Madness
- Remove Venom
- Remove Weakened
- Remove Low Morale
- End of Round Ability
- Synergy Icon
- Totem
- Fate
- Redraw Fate
- Craft Skill
- Cunning Skill
- Savvy Skill
- Strength Skill
- Perception Skill
- Moxie Skill

- Ogroot (common)
- Whiskey (common)
- Torch (common)
- Sand Honey (common)
- Rope (common)
- Meat (common)
- Tundra Berry (quest)
- Bloodflower (quest)
- Gergon Leaf (quest)
- Fire Quartz (quest)
- Ice Diamond (quest)
- Jadeworm Egg (quest)
- Obstacle: Treacherous Water
- Obstacle: Steep Terrain
- Obstacle: Cold

GAME TURN

1. DRAW 2 ABILITY CARDS

First, draw 2 ability cards. You can use these to equip ability cards to characters at any time, or you can discard them to add to any challenge. (*See rulebook pg. 5.*)

2. EVENT

Draw an event card and read the effect. Events may present a choice, a challenge, a consequence, or other effect. *(For challenges, see rulebook pg. 13.)* Resolve the event card before continuing your turn. *(For event card rules, see rulebook pg. 6.)*

3. ACTIONS

Perform actions. The available actions are listed on the bottom of the action board. You may perform the same action multiple times in one turn. Each action (except camp) requires you to move the pocket watch on the time track. (*These actions are explained starting on rulebook pg. 7.*)

4. END OF TURN

When the pocket watch reaches the last space on the time track, after completing your final action, your turn ends. (Alternatively, you may choose to end your turn early if on the second-to-last space, in which case, the next player may use the unused time.) Pass the active player token to the player on the left. That player now starts their turn.

COMBAT

PLAYERS DRAW CARDS

Each player draws 1 combat card PLUS 1 per character they control (not counting Claire).

PLAY CARDS

Each player plays 1 card on each character they control not counting Claire (you cannot play a card on a character at 0 health). The player that controls Claire may play a combat card on her instead of another character they control. Each time a player plays a card, they target 1 enemy card. Then the enemy counterattacks. The round ends after 4 combat cards are played.

END OF COMBAT ROUND

Each enemy card gains power and activates end of round abilities. If any enemies remain, each player draws 1 combat card for each card they played and a new combat round begins.

Copyright 2023 Red Raven Games